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About This Game

This holiday season, **Elephant Games** invites you to enjoy another installment of the best-selling *Christmas Stories* brand!

Bundle up and prepare for an exciting adventure this holiday season! After receiving a desperate letter from your old nut-cracking friend, Albert, you rush to help him. When you arrive, you learn that the Rat King's evil wand has fallen into the hands of a vengeful baron, and now three innocent people – including Albert – have been turned into toys! Team up with the Nutcracker and your new friend, the Tin Soldier, to fight trolls and destroy the Baron's curse in this delightful Hidden Object Puzzle Adventure game!

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- Two bonus games featuring everyone's favorite cast of cats!
- Three extra puzzles that unlock animated screensavers
- Collectible presents with surprises inside
- Soundtracks, wallpapers, and concept art
- An available Strategy Guide

Title: Christmas Stories: Hans Christian Andersen's Tin Soldier Collector's Edition

Genre: Adventure, Casual

Developer:

Elephant Games

Publisher:

Big Fish Games

Franchise:

Christmas Stories

Release Date: 8 Dec, 2017

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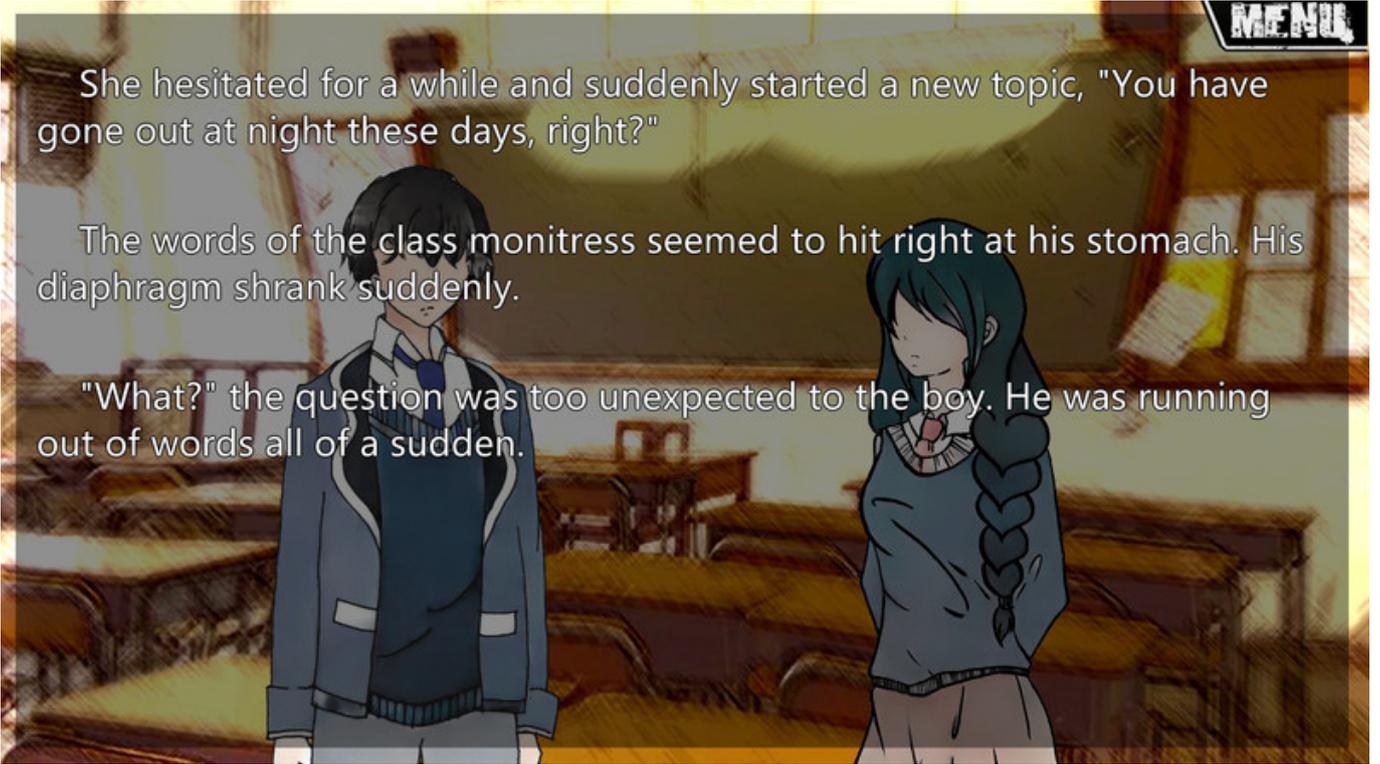
English



She hesitated for a while and suddenly started a new topic, "You have gone out at night these days, right?"

The words of the class monitress seemed to hit right at his stomach. His diaphragm shrank suddenly.

"What?" the question was too unexpected to the boy. He was running out of words all of a sudden.





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OK LET'S TALK ABOUT THE DLC ITSELF. FORGET ABOUT THE PRICE.

I will give a positive feedback, though some glitches and bugs appear. Hope you guys could update and add more features in the future and make this game better.

The extension does expand funs for players in some way. But what I want to say is the players may get bored and tired with the new update soon. Though we get two different new towns and an airport, they don't change a lot. Passengers from the airport are still the normal passengers model. The two new towns, however, seems just copy the buildings and rearrange them.

Probably that's because you guys decide to create a sandbox map, just like GTA. I have to say it would be a great for exploring and customizing routes, but it also restricts the length of the routes if you can't provide a huge enough map for players.

I'll just put suggestions and bugs in this review. May update in the future. I did a similar one in the main page but in Chinese. I hope this one could express my ideas clearly.

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Suggestions for map:

- The road inside the airport IS TOO NARROW. Long buses gonna have a tough time. I swear the road in front of my local DMV is even better than this.
- Add traffic lights in some big junction instead of yield sign. The AIs are stupid.
- Cancel the potholes punishment or increase the speed limits for passing through it.

Suggestions for features:

- MORE BUSES PLEASE.
- Update the garage window. You may refer to the ATS garage window.
- Insert-text function in customize menu. IT IS ANNOYED to adjust every decal to set fleet numbers.
- Decals and ads can be used at the same time.
- More NPC vehicles, such as emergency service vehicles.
- Time cycle system.
- Variety of numbers of passengers according to the time. Such as rush hour.
- Please add more passengers, few passengers makes the 18m buses useless.
- Improve the headlights of buses.

BUGS:

- A21, Urbanway 12V18m have serious texture problems. If the option "show skin on the window" remains NO, the current skin will be overlapped by the "bookworm" skin.
- The official country skins DLC is no longer supported after the official update. You can't find these skins in your custom menu.
- Even if players select "show skin on the window", the skin only shows in the preview window. In the actual game, the skin DOES NOT SHOW on the window. (Seriously?)
- If you meet NPC bendy bus and it bends too much, the punish points will be added to you (even you're not driving a bendy bus, LOL)
- Some NPC are slipping on the street, instead of walking. I only see this bug after the map update.
- Rear LED signs on Setra buses may flash or disappear.

--The passengers in front of the 4th door on A23 may get stuck and can't get off. Under this situation the fast-end function is disabled if you are at the last stop. Players have to drive back to depot to end the game, and you will be punished for skipping stops (because there's still one person in your bus!)

..... Might makes right!. The game deliver the experience described by the publisher. The game itself is rather short and not replayable, the experience I had was quite good though.. The Ultimate Slav Simulator!. I like it. It drives me crazy.. The concept is good - there is a girl missing so you have to find her and arrest the man responsible;

But the graphics, lack of settings like mouse sensitivity, a useless map, no sense of real danger, no "final boss", poor graphics and an even poorer GUI make the game not worth it, at least for time of making this review.. What I hoped this was: An improvement on the first game across the board.

What it is: Pure mobile port trash.

Pros:

Game is actually 3d now, with camera control.

Good variety of classes.

Items are actually interesting now.

Cons:

Low monster variety.

Board game RNG determines your success.

Pitiful AI that doesn't even manage to control all of its units every turn.

Grindy beyond grindy.

Locks you into a story that limits your options at first, but it's an entirely uninteresting one.

If you only barely suffered through the first one, avoid this. My hope was not realized.. darn that finale...too bad as this is a professionally developed adventure game-perhaps the story is a bit cliched but the humor was enjoyable and the locales are very well drawn

I like this game, I just wish it had more content and less bugs.... Galactic Civilizations I: Ultimately Self-Defeating. Highly recommend this game. It's fun. The map creation shows a ton of promise. If I had something to add it would be the ability to add perks in Skirmish mode. :). I can see why this is \$2.....It's horrible.

Crashes and freezes too much. Good concept, bad game. After loading from a save, it kept skipping turns for well over 500 turns until I turned the whole game off, had to force close it. Controls are simply awful and camera can't even turn. Spend your money on something better.. I was provided a key for review purposes *

If you like casual, point and click, puzzle, hidden object games then this is a good new title. The graphics and sound are nice, the puzzles are varied, and there are cut scenes to help drive the story along. If you get stuck, the hint system works really well, and if a puzzle is too hard or you just don't feel like doing it you can skip it.

Admittedly this is not a genre I have a lot of experience playing, but I enjoyed my time with this title.. This is a good game only thing I'd wish for to make it perfect is a save function. Still though fun over all worth the money.

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